21st Century Design Patterns



5.24.14

- Greeting and Gatekeeping
- Safety
- Streetscapes
- Wayfinding
- Flexible Use
- High-Performance
- Ubiquitous Technology
- Varied Spaces
- Collaboration
- Gathering
- Multi-Use Classrooms
- Multi-Purpose Studios
- Teacher Teaming
- Hubs of Activity
- Transparency
- Display and Exhibition









- Clusters of Learning
- Differentiated Instruction
- Distributed Resources
- Professional Workspaces
- Shared Use
- Flexible Furniture
- Sustainable Design
- Building as Teacher
- Branding and Identity
- Traditional Aesthetics
- Lifelong Fitness
- Community Connections
- Maker Spaces
- Indoor/Outdoor Connections
- Building as Community Resource



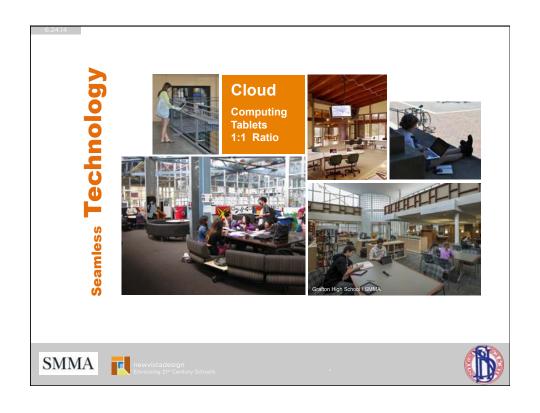






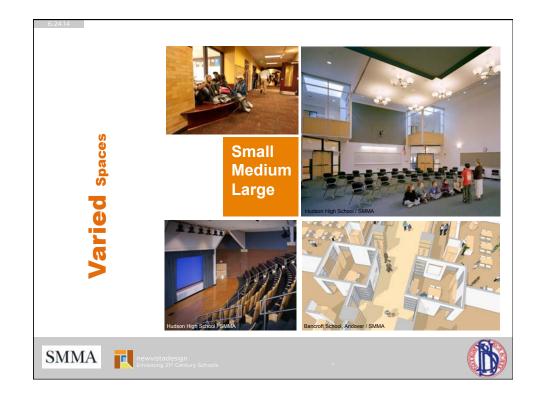






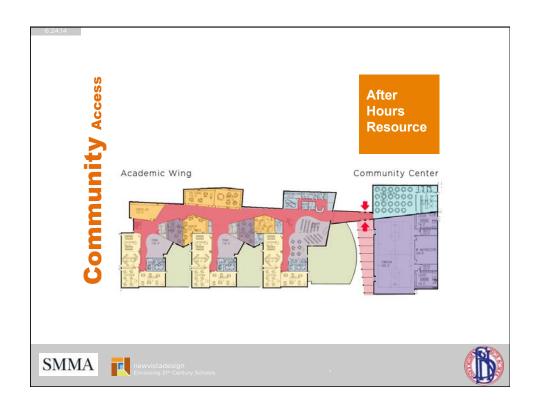






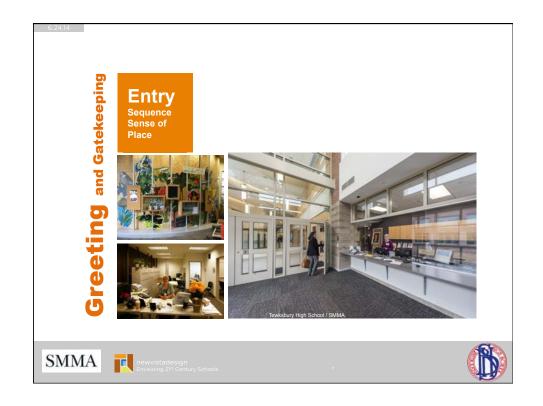


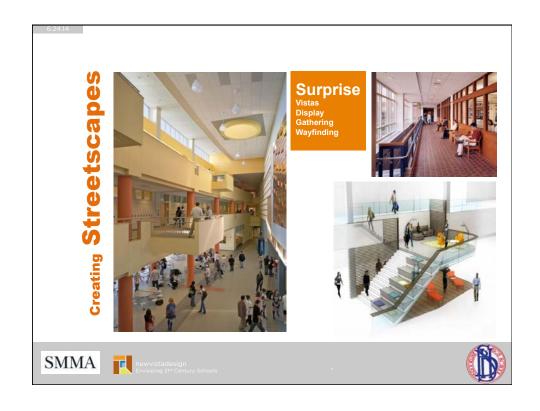


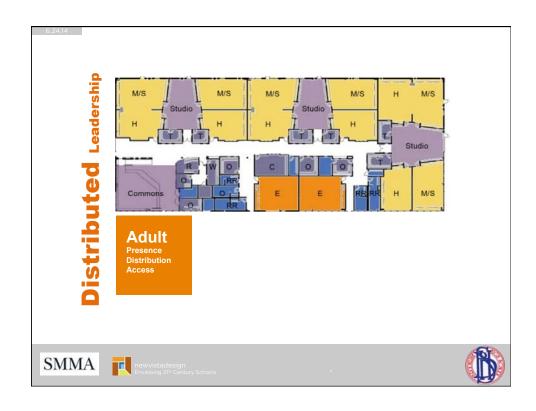


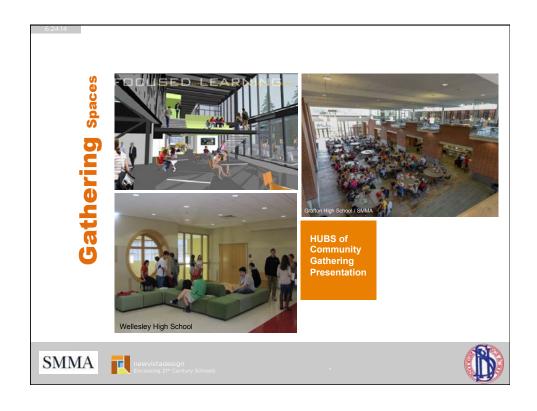


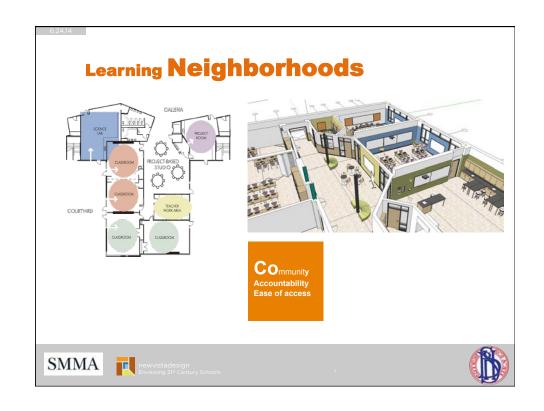


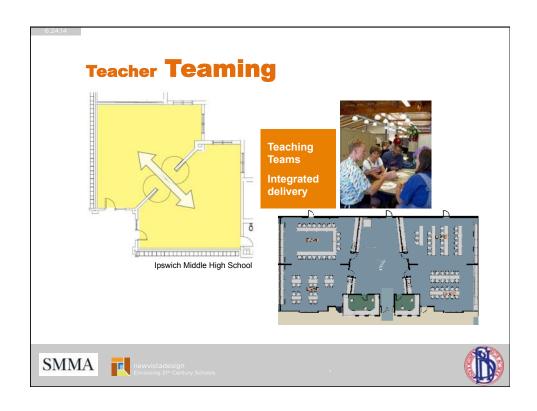








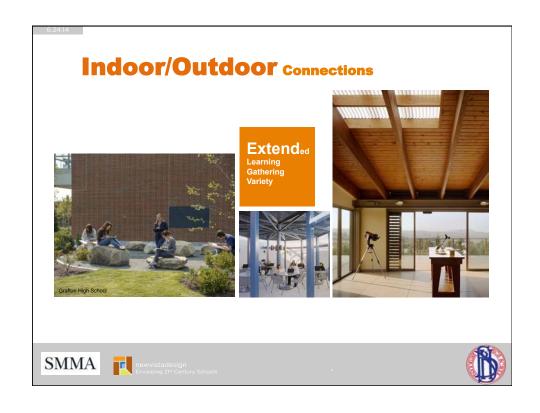


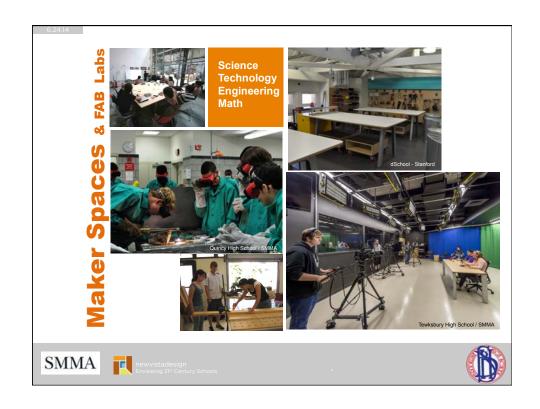


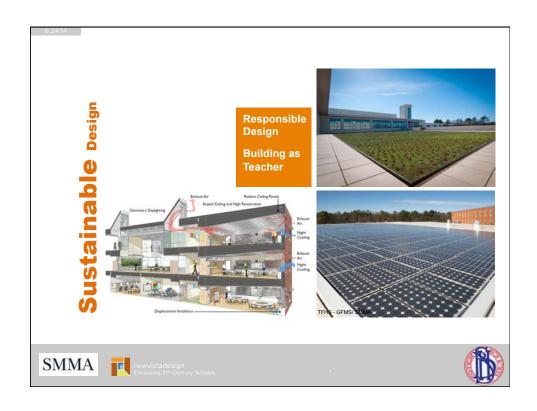
















Which 21st Century Design Patterns should be priorities for BHS?